



LIVE™

ONLINE ENABLED



04

colin mcrae rally



CONTENT RATED BY
ESRB

Codemasters®

GENIUS AT PLAY™

safety information

contents

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms – children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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Xbox Live™

take colin mcrae rally 04 beyond the Box

Xbox Live™ is a high-speed or broadband internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play and talk to them in real-time as you play.

connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect

game controls

Xbox Controller S

Left trigger

Right trigger

Left thumbstick

Y button

Back button

B button

START button

X button

Directional pad

A button

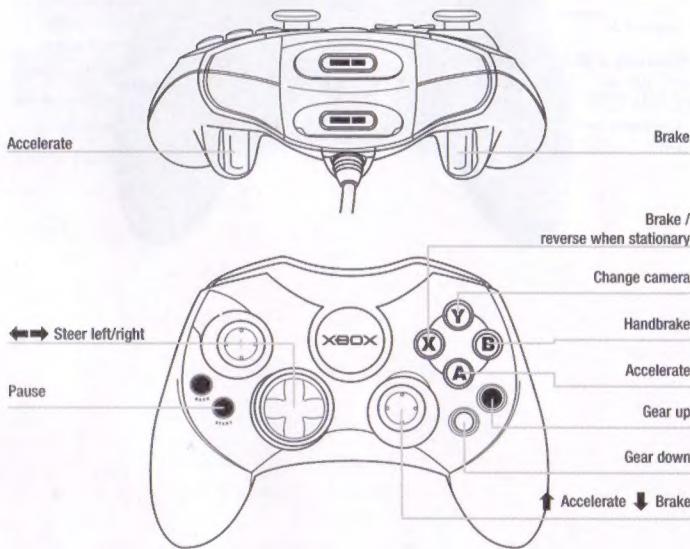
Black button

White button

Right thumbstick



driving your rally car



For alternative control configurations, see Options.

P4

on screen

stage progress

time / split time

co-driver signs



co-driver signs:

see Co-driver Calls & Pace Notes

split time:

as you approach a stage marker, the split time countdown indicates how your time fares against the fastest recorded time for the stage. Negative values indicate that you're beating the record time, while positive values mean that you are slower.

stage progress:

the indicator on the progress bar represents your car. As you pass markers in your rally, the progress bar turns red or green depending on whether you are ahead or behind time.

revs:

current RPM.

time:

the total time taken so far on the stage.

speed:

current speed.

water / oil:

indicates overheating of the engine (water)/damage to the engine (oil).

turbo:

indicates damage to the turbo.

gear:

current gear.

gear change:

lights to indicate a gear change is needed.

max throttle:

illuminates to show maximum throttle has been reached.

championship autosave & loading

As you enter Championship Mode, select a save file.

Select an empty save file to start a new Championship. To continue a previously saved Championship, select the file that Championship is saved in.

At the end of each service area and each rally, your progress is saved automatically to the selected file.

P5

multiplayer

- CHAMPIONSHIP MODE (1-2 PLAYERS)
- STAGES MODE (1-4 PLAYERS)
- RALLY MODE (1-4 PLAYERS)

As you set up the game mode, you will define the number of players involved in the rally.

First, Player 1 selects their car, enters their name and chooses their nationality. Then any other players make their selections in order, before proceeding onto the stage.

Players can drive either co-operatively or competitively. To rally co-operatively, players select the same car (see Car Selection) on entering the game mode. Both will then work for the same team and their points combine to form the manufacturer's construct score (see Scoring Points).

For head-to-head competitive rallying, players simply select cars from different manufacturers — points are scored on an individual driver basis.

split screen or alternate

In Stages Mode and Rally Mode, choose whether players take turns to complete each rally stage (Alternate) or race together in split-screen action.

Championship Mode with more than one player, is always driven in Alternate format.



damage

- CHAMPIONSHIP MODE
- STAGES MODE
- RALLY MODE

Damage to your vehicle is a natural hazard of rallying. If your car gets too beaten up, you may no longer be able to complete the rally stage.



There are three levels of damage selectable in all game modes:

normal	Your car is subject to an average level of damage and will take a fair bit of punishment before it is completely put out of service.
heavy	Collisions, grounding, bad driving etc will have a dramatic effect on the handling of your car. Take care, as poor performance may force you out of the rally earlier than you expect.
expert	Near-realistic level of damage unlockable in Championship Mode — see Championship Mode for more details.

repairing damage

Any damage incurred can be repaired at the Service Area when you visit it periodically through the rally.

Your repair team has limited time in which to restore your vehicle to rally condition. If there is too much damage for the crew to fix within the allotted time, you may have to head into the next stage with some of it unrepaired. You need to prioritize the most vital repairs in order to get back onto the stage with your car in the best state possible.

For example, your car may have sustained damage to both its bodywork and suspension. Although the bodywork protects all other parts, fixing the suspension may be more critical to getting through the next stage without being forced to retire.

If you feel some repairs are vital and there is not sufficient time for them to be completed, you can still have limited repairs carried out but at the cost of a time penalty (max 5 mins) which will be deducted from your overall rally/stage time unless you can make it up with some truly 'A' class driving.

Highlight each of the damaged components in the repair list and assign levels of repair to each. The time needed to complete each repair is shown on screen, as is the total amount of time available for repairs.

retiring

If your car has sustained too much damage to make it to the end of the rally, you may have to retire. Hopefully, you will be able to make up enough points in the next country (Championship Mode) to prevent your season from becoming a total washout. To retire, select "Retire" from the Pause Menu.

the spare wheel

If you blow a tire or even tear a wheel off your car, the spare wheel will be fitted at the end of the stage. You only carry one spare though, so if you lose a wheel or tire again (or lose more than one) and cannot make it to the next Service Area, you have to retire from the rally. However, if you can make it to a Service Area, all damaged wheels & tires will be replaced.

engine damage and cut-out

Damage to your cooling system can cause your engine to overheat (you'll notice steam pouring from under your hood). Over time, this will damage your engine (the steam will turn to smoke); this will result in it cutting out.

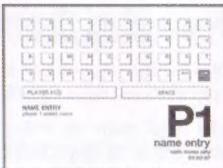
Restart the car from a stall by pressing the accelerator button.

NOTE: It is also possible for the engine to cut out when involved in a major head-on collision.



name entry

- BEGINNING A CHAMPIONSHIP
 - STARTING A RALLY
- STARTING A STAGES MODE GAME
- ASSIGNING A CHAMPIONSHIP SAVE SLOT
- SAVING A RALLY OR STAGES MODE GAME



Enter a name by selecting each letter in turn. To enter a space between words, select space. To delete a character, select the backspace symbol.

When you have entered the name, select OK.

car selection

- STARTING A RALLY
- STARTING A STAGES MODE GAME



First select the group of cars you want to choose your vehicle from: 2 wheel drive, 4 wheel drive, Group B or Bonus Cars (see Extras).

Next, select the vehicle you want to drive from the list displayed to proceed.

2WD & 4WD Cars

These two groups contain the standard grade of car seen on official rally stages throughout the world.

Group B (unlockable)

A collection of the most infamous cars of 1980's rallying, super-powered and tricky to control.

Bonus (unlockable)

Rally with a whole range of cars from motoring history.

the ghost car

- STAGES MODE
- RALLY MODE



Available in single player and alternate multiplayer rallying, the ghost car represents the current fastest time through the stage.

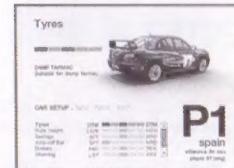
Beat the ghost car through the stage to set a new record. Activate or deactivate the ghost car through the Options Menu (see Options).

the service area

car setup

tires

Select the best type of tire for the coming stages. Make sure you've checked out the weather conditions and terrain you're about to face. If you don't make an educated decision about the tires you're running on, you could lose more than just time before you get back to the Service Area.



brake bias

Balance the power of your brakes between the front and rear discs. This affects the way your car handles in cornering. More power to the rear brakes can result in them locking on corners and swinging the back of the car outside of the optimum line (oversteer). Shifting power to the front brakes may likewise cause them to lock and create understeer.

steering speed

A lighter steering speed allows you to reach full lock and turn your car more quickly. Your vehicle handling will become more sensitive and require greater control. Setting a low steering speed may result in your car becoming less responsive with a slower speed needed to take those hairpins.

gear ratio

A high gear ratio provides an increased range through the gears and a higher top speed, but at a hit to your acceleration. Low gear ratios get you off the mark more efficiently, but your maximum speed will not be so fast.

ride height

A low ride height (distance of chassis from the road) gives your car increased stability on smooth surfaces, but the range of your suspension is reduced. You will be less able to cope with roughness in the terrain and the risk of grounding is increased.

springs

Softer springs give greater traction on rough and uneven surfaces, but body roll increases. Set your springs harder to enhance stability on smooth surfaces and reduce body roll.

anti-roll

Anti-roll works with your suspension to help overall stability over uneven surfaces and to counteract body roll when cornering.

shakedown

- CHAMPIONSHIP MODE

Shakedown is the day allocated for you to ensure your car is fully configured in readiness for the upcoming rally. From the Service Area, configure and tweak your car setup (see Car Setup), then test its performance on the Shakedown Stage. At the end of the Shakedown Stage, return to the Service Area if you want to make further adjustments or, if you feel your setup is perfect, continue into the rally proper.

You will get the opportunity to make changes to your car setup when you return to the Service Area mid-rally, but you won't get the chance to test those changes before heading back onto the stage. Make the most of Shakedown while you're here!

scoring & rankings

time scoring

• CHAMPIONSHIP MODE • STAGES MODE • RALLY MODE

At the end of each rally, you are awarded points, which are based on your cumulative time as you cross the finish lines of each stage. If you are driving co-operatively in Multiplayer (see Multiplayer), your scores are combined to create your team's construct score.

Individual driver points are awarded for each leaderboard position as follows:

1st	16 points
2nd	14 points
3rd	12 points
4th	10 points
5th	8 points
6th	6 points
7th	4 points
8th	2 points

Manufacturer (team) points are awarded as follows:

1st	10 points
2nd	8 points
3rd	6 points
4th	4 points
5th	2 points

No points are awarded for failure to complete a rally.

points scoring

• STAGES MODE • RALLY MODE

Using Points Scoring, your positions are ranked according to your time at the end of each stage rather than at the end of the whole rally.

1st	8 points
2nd	6 points
3rd	4 points
4th	2 points

At the end of the rally, the accumulated points are combined to establish the winner.

live scores

Select "Live Scores" from the Main Menu to post your fastest times to Xbox *Live* for the world to see, or check out the records set by the best Colin McRae Rally 04™ drivers. Next, select your gamertag to sign in.

Note: In order to access the Xbox *Live* service from Colin McRae Rally 04™, you must first have created an Xbox *Live* account and gamertag (please refer to the instructions supplied with Xbox *Live* for more information).

view scoreboards

Navigate the scoreboards using the directional pad. Press **↑ ↓** to scroll the list and **← →** to view the weekly and all-time scores for each stage. Weekly scoreboards are cleared every week to give you a new opportunity to set a record, whereas all-time scoreboards are a permanent record of Colin McRae Rally 04™ drivers' best stage times.

friends

Take a look at the stage times of any friends you have set up through Xbox *Live*.

my scores

Go straight to your highest position on the scoreboard.

top scores

Check out the scoreboards from the top.

post scores

To upload your fastest times to the scoreboards, simply select the Colin McRae Rally 04™ driver name (see Name Entry) whose time you want to post. You can choose from any driver name stored on your Xbox hard disk.

championship mode

• PLAYERS: 1-2

Championship Mode is the heart and soul of *colin mcrae rally 04™*. Take up the challenge of a professional rally driver in world competition, as you face rallies in up to 8 countries and drive all kinds of terrain and conditions that will truly test your abilities.

When you begin a new Championship, first select the save file to save your game into (see Championship Autosave & Loading), then choose the type of Championship that you want to compete in: 4WD, 2WD, Group B (unlockable) or Expert (unlockable), then the level of difficulty...

normal difficulty

Your car is subject to Normal damage (see Damage).

advanced difficulty

Damage is set to Heavy (see Damage) and opponents are more difficult to beat.

expert championship (unlockable)

Expert difficulty is the ultimate rally challenge. Not only is your car subject to near-realistic collision damage, but course information (stage time, progress, etc) is removed from the screen and your view is locked to the cockpit camera. It's just like being inside a real rally car!

Each Championship structure depends on the group you are competing in and the difficulty level you set:

Group	Difficulty	Events in Championship	Tracks per Event
1	2WD	Normal	5
2	2WD	Advanced	6
3	4WD	Normal	7
4	4WD	Advanced	8
5	4WD	Expert	8
6	Group B	Advanced	5



parts testing mini-games

The skills and knowledge of the world's top rally drivers are invaluable to makers of car parts to assist in the development of new components. Occasionally you may be invited to test out a new part on a specially selected track.



You have two attempts to meet the criteria for a Parts Test. Successfully meet the specification for a test and the development of the new part will be concluded. The new component will be installed, increasing the performance and competitiveness of your car.

rally mode

• 1-4 PLAYERS

Select one of the special rallies on the Track Select screen, or choose a custom slot to make your mark on the world of rally and create your own rally event from the stages you've completed in Championship Mode.



custom rallies

First select a custom slot on the Rally Mode screen. Next use the Country and Stage options to select the individual stages of your custom rally. You can choose up to 6 stages to race. When you're satisfied, simply exit the screen and the rally will be saved to the chosen custom slot.

To drive the rally you just created, select it from the Rally Mode screen.

stages mode

• 1-4 PLAYERS

Drive any of the available cars on any of the stages you've unlocked through Championship Mode.



First select the country then the stage, then head out on to the track to claim the stage record.

co-driver calls & pace notes

Whenever you're on the track, you must remember that you are not just a world-beating driver alone, but part of a team. The other half of your team is your co-driver and he's just as important to your accomplishment as your own skill. Listen to him.

Throughout each stage, your co-driver will feed you information about the oncoming terrain in the form of pace notes. These are unique to each stage and are crucial to your success, especially where visibility is limited.

The pace notes take the form of a call from your co-driver, which details distance; a difficulty number which represents the hazard of the oncoming bend; terrain features in the order they occur and sometimes a warning. The distance to the approaching obstacle is given in meters. The lower the difficulty number, the slower your speed will need to be to get through the oncoming hazard.

When your co-driver calls a "6", the way ahead is clear and you can floor it until he tells you otherwise.

Oncoming bends and corners are also shown on screen, for example:



Hairpin Turn.....Shallow Bend

call definitions

care: hazardous.

caution: very hazardous.

crest: a rise in terrain hides the track beyond.

jump: a rise in terrain that, if taken at speed, will jump the car into the air. Remember, once your tires leave the ground you have zero control over your car.

long: a long corner.

very long: an extended long corner.

turn: a corner at a road junction.

opens: corner widens on exit.

tightens: corner becomes tighter on exit.

narrows: road narrows.

don't cut: do not drive across the apex of the corner.

straight: hold a straight line through the coming bends.

bumps: ripples in the terrain which could unsettle your suspension.

options menu

sound

Adjust the volume levels of your co-driver's speech, the music and the special effects.

video

Activate or deactivate the ghost car (see ghost car), Co-driver arrows and Stage Progress bar. Also adjust screen calibration to find the optimum levels of brightness and contrast for the game.

controllers

Select from one of the pre-set controller configurations and set the vibration level.

extras

secrets

Unlock game features prior to completion of the required stage using the Codemasters hintline or online service. Write down the Secret Access Code shown on this screen, then follow the process on the back cover of this manual to obtain the Secret Code/s.

Enter the Secret Code/s on this screen to unlock the special feature.

high scores

Check the highest scores of all the rallies you've completed so far. Also shown is a special code, which you can use to register particularly good times at the Codemasters Hall of Fame website.

If you have access to the Internet and have driven a time worthy of world attention, log onto:

www.codemasters.com

and click the Hall of Fame button, then from the drop-down menu, choose the colin mcrae rally 04™ Hall of Fame.

Enter the code you've been given and if your time is fast enough, it will be placed on show for the world to see!

If you've obtained a code from the unlockable Expert difficulty level, this will be listed separately to prove that you are truly among the world's elite rally drivers.

views

During your rally, press Change Camera to switch between the cameras mounted on and within your car to get a whole new perspective on the action:



in-car cam



bumper cam



chase cam

pausing the action

At any time during a rally, press **START** to pause the action. The following options are available:

- Retire – see Retiring.
- Continue – return to the rally.
- Ghost Run On/Off (Rally, Stages & Shakedown only).
- Exit Game

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special thanks to

Colin McRae, Derek Ringer, Jean-Eric Freidiger, Automobiles Citroen, Citroen Sport, PSA Peugeot Citroen, Nicky Grist.

colin mcrae mbe

Colin McRae—undoubtedly the most popular, exciting and successful driver on the world circuit today. He's won more rallies than any other driver, with a style that all fans love to see.

In 1995, the 35 year-old Scot became the youngest ever World Champion. Hot on the heels of a successful career with the Subaru Prodrive and Ford Rallye Sport teams, he now drives for Citroën Sport.

Colin's known for his all-out attacking style and throughout his driving life, it's brought him an incredible 25 World Rally Championship wins.

When the "Flying Scotsman" dominates the global stage, people watch and rivals watch out.

That says it all.

For more information on Colin McRae, check out

www.colinmcrae.com

derek ringer

Glaswegian Derek Ringer first joined Colin McRae in 1987 to contest the Rally of Great Britain. In 1993 the duo won their first World Rally event in the New Zealand leg of the Championship. Two years later they were dominating the world rally scene, culminating in the ultimate - the world rally championship title in 1995.

Following a spell accompanying other drivers between 1996 and 2002, Derek finally rejoined Colin for the final two legs of the 2002 season and when McRae moved to Citroën Sport at the end of that year, Ringer moved with him.

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unlocks

If you just can't wait to unlock all the cars, all the tracks, more modes and a bunch of incredible extra features in the game, call now and get the codes...

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or log onto

www.codemasters.com/bonuscodes

Before you start, read through these step-by-step directions...

1. In your game, go to Options > Secrets and write down the Secret Access Code.
You need this to get the Bonus Code.
2. Call the Hintline or log on and follow the directions to the colin mcrae rally 04™ area.**
3. When requested, enter the Secret Access Code you obtained from the game and your details.
4. Either write down the codes you're given or check out the Bonus Code email you've been sent. You can get as many or as few Bonus Codes in one Hintline session as you like; the email will contain them all.
5. To unlock the new features, go to Options > Secrets > Code Entry in the game and enter the Bonus Codes in the space/s on screen.

**Please note, Hintline Bonus Codes are paid for through the cost of call and require a touch tone telephone. Obtaining Bonus Codes online requires a small fee paid by credit card. All game features unlocked with Bonus Codes are also available through playing the game.

IMPORTANT: Bonus Codes supplied are unique to your save files and/or console.

*Call charged at \$1.99 per minute. Callers must be over 16 and have permission from the bill holder.